

The game and simulation are very simple. There are 2 giant robots that are fighting each other. Mazinger has a broad range of abilities and attacks these abilities are strung across a simple RNG calculator that picks a number between 1-12. Another robot the Kikaiju has a less wide range but more powerful attack. It has a range of 5-8n which is less board but can make it easier to finsih you off as it has less ooptions. By pressing both buttons you can get a number which ever number is bigger wins. The scripts use random elements to help decide the number. I learned this using some Unity message boards I found explaining random variables. I also use the raw image setting for the images and an MP3 asset to work with the game to add more layers to the experience. It's simple but fun. This took me a few hours to figure out but I learned a lot about how to make code simple in unity. The original code was much more complicated and was not optomized. I had someone explain how it could be easier for me to use this simple RNG machine.